Herbal teleportation and dwarven cannons (S14 - 02/06/2024)

- to the smithy in the city
  - Paracelsus manages to convince the party to do a detour via the southern apothecary shop
    - it is on the way
    - could have some much needed potions or ingredients for them
  - Herbalism shop
    - same eerie look inside
    - Paracelsus steps in
      - he disappears from the view of the ones outside
    - Quake sends Lump inside
      - he disappears from the view of the ones outside
      - Lump can see Paracelsus inside
    - Baz keeps an eye out
    - Quest stays with Quake for now
    - Herton keeps an eye out
    - the shop is the same as before
      - doctor bag is still looted
      - corpse ashes are still on the floor
      - potion is still brewing
    - inspecting the shadows
      - male and female
      - no burnt equipment
      - not normal fire
      - around th figure on the floor is glass
        - from a thick potion bottle
      - origin looks like where an old brewing stand was
    - inspecting the potion
      - floating islands in the liquid
      - magical fire aura
      - hard to know more
      - Quake tells Paracelsus that he doesn't have the time to identify
      - after careful handling the potion is retrieve
    - Paracelsus and Lump get out
      - the others can't be seen
      - no clues if it is the same place
      - after a moment they both enter back

    - Paracelsus is excited about that thing
    - party decides to test it together
      - to mark the place Paracelsus leaves a scalpel
      - after coming back out the scalpel is here
    - Paracelsus wants to do one last test
      - needs someone with good eyesight
      - Baz "volunteers"
      - going through both appear with no party on sight
      - Baz confirms it looks like the other version of the shop on the north-west side of the city
      - Baz goes back through
      - Paracelsus stays just to mark on the wall (3a)
      - as he tries to go through he stays in that side
      - after quite a few tries Paracelsus manages to come back
      - Paracelsus marks this side too (3b)
      - party is informed on that teleportation stuff
  - screaming girl in a hole
    - still screams but a different person
      - says something different
      - asks for help in infernal
    - Quake shouts back

      > “who are you ?

    - it answers asking who we are and why we seek help in this forsaken place
    - party decides to maybe come back later but not now
  - in an intersection
    - an intact building is aflame in eldritch flames
    - flames are not hot
    - Baz throw a stick to the building
      - it bounces
      - not on fire
    - Paracelsus places his hand in the fire
      - succeeds a con save
      - nothing happens

        > “maybe lets not do more

    - *maybe Quest should learn that the leash thing will **not** happen*
- the spokes smithy
  - smokes stacks can start to be seen
  - it is getting late into the evening
  - pulsing lights blue lights
    - Paracelsus perceives it matches his heartbeat
  - veins across the ground
  - blacksmith shop

- series of barricades outside
- a few cannons are here
  - one fires
  - a large monstrosity falls
  - a voice can be heard shouting "all clear"
- party crosses the rift towards the smithy as the night falls
- a dwarf hails the party
  - Quake answers that we are here to guard them
  - Dwarf asks if we are the ones from the Amethyst Academy that were sent by Elouise
  - Quake corrects that we are here on behalf of the Amethyst Academy not part of it
  - the dwarf is armored and has some vials of poison
- party advances to the outpost
- female dwarf starts talking
- - name is Gertrude
    - we are late
    - we are not allowed to use the guns yet (trust issue)
    - that shift is not calm at all
      - monsters
      - husks
      - ratlings
      - and more...
    - try to limit light usage
      - attracts more monsters
      - most people should be fine without it
        - Herton is not
        - male dwarf leads Herton inside
        - hands out Googles of Night
        - *Herton now has darkvision !*
- Quake places Lump outside
- Paracelsus goes towards the fallen husk
  - Herton follows him
  - after opening the its sternum he extracts an Ethereal Transfusion
  - Herton notices some movement going towards them
  - Paracelsus is too busy to notice
  - rest of the party notices
- *fighting script*
  - Baz
    - zoomies to the rift
    - Baz shoots one of the rift haze husks
  - Paracelsus finishes extracting the Ethereal Transfusion
  - Gertrude
    - rings the bell
    - all the miners starts running out of the rift
    - one of the dwarf groups lights up the cannon on the northern group of haze husks and obliterates a couple of them
  - Quake slaps one of the northern haze husts

- Quest uses the rid to cast flamestrike on the southern group of haze husks killing all but one
- northern haze husk group marches forward
- Herton
  - drags Paracelsus out
  - holds a booming blade
- south eastern haze husk
  - ambushes Herton and Paracelsus
  - Herton hist one of them
  - they all miss Herton and Paracelsus
- Baz
  - aims at one that is swarming Paracelsus and Herton
  - gravely wounds it
- rift haze husk group marches to the ladder
- southern haze husk group dashes on the other side of the rift
- Paracelsus
  - moves a bit
  - all opportunity attack misses him
  - throws a potent solvent (casts corrosive blast)
    - 2 husks die
    - when they die they explode threatening with shards of delirium
  - Gertrude
    - orders the cannons to be shot
    - one fires
    - the seconds one is not fired as the dwarves swear at Quest standing in the middle if the shooting line
  - Quake
    - crits one down
    - moves Quest out of the cannon sightline
  - Quest
    - casts spirit guardian
    - starts flying over the husks (in the cannon sightline again)
  - northern haze husks move towards the cannons
  - Herton
    - shoves Paracelsus out of reach
    - moves out of the way
    - the poison breath weapon doesn't affect them
  - south eastern haze husks
    - swarm Paracelsus
    - all miss Paracelsus
  - Baz finishes one husk off
  - rift haze husk group moves in the spirit guardian and dies
  - Paracelsus
    - dons his mask
    - throws a bio-hazard at his feet surrounding him and the husks
    - Paracelsus is immune to his own spells
    - undeads are affected by Paracelsus's poison

        - Gertrude
            - cannons are shot obliterating even more husks
        - Quake slaps a husk near Baz
        - Quest
            - comes near Baz engulfing the husks
            - eldritch blasts one of them down
        - Herton
            - vortex warps Paracelsus to safety
            - climbs down to the rift
            - all the ones that surrounded Parcelsus then explode
            - *got saved from 3 explosions thx Herton <3*
        - Baz finishes the last one
- shards are removed from Herton
    - party is to give all the shards to the dwarfs
    - our pay is with the Amethyst Academy so no double dipping
- Paracelsus goes and tries to inspect a husk that did not explode
    - Paracelsus walks into the spirit guardian
        - *why would i assume that Quest would hurt Paracelsus*
        - Quest could not see Paracelsus when casting
        - Paracelsus is damaged by the spirit guardians
        - Quest deactivates the spirit guardians
    - powerful damage (crits) and radiant damage prevented the explosion
    - harvests 2 more for the Ethereal Transfusion
- the miners start working again
- Gertrude throws the shards in the forge
    - to melt them
    - helps removing meteorite impurities
    - can be molded into weapons after
    - still very dangerous to wield
- Quake asks Gertrude about the delirium dagger
    - she doesn't know who made it sadly
- watches are taken
    - Paracelsus gives aid again to the rest of the party
    - everyone is able to short rest
    - Paracelsus proposes the Ethereal Transfusion to the party
        - everyone refuses the "dead juice"
        - *for now*
    - Lump is starting to get *a bit* drunk
    - Paracelsus identifies the potion from the herbalism shop
        - it is a potion of fire breath
    - loud wails can be heard through the streets
        - from the west
        - *fighting script*
            - Quake is surprised
            - Paracelsus
                - warns the party from noises coming west
                - dashes through the camp

- Quest
  - flies in the camp
  - holds an eldritch blast
- unpredictable haze husk
  - runs to the edge of the camp
  - gets blasted away
- Baz is surprised
- Herton runs in the camp
- Gertrude
  - rings the alarm
  - gets near the cannons
- Quake
  - moves in the camp
  - slaps impatient haze husk
- Paracelsus
  - steps forward
  - casts hypnotic pattern on impatient haze hulk
- Quest blasts away unpredictable haze hulk
- unpredictable haze hulk
  - runs in
  - picks up the cannon
  - chucks it at Quest and Herton
- Baz
  - dashes atop the building
  - misses with his bow
- miserly haze husk
  - runs in
  - slams Gertrude twice
- Herton
  - reduces the cannon
  - repositions it
  - drops the reduce
  - cannon is back up
- Gertrude
  - runs to unpredictable haze husk
  - spears unpredictable haze husk
  - dwarves run to the new cannon position
- impatient haze husk is incapped
- ***Session ends at the start of a new turn***

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